

information medium wherein a stream object contains the recorded bitstream information and the stream object comprises at least one first data unit, at least one second data unit, and at least one third data unit, wherein the second data unit contains the at least one first data unit, wherein the at least one third data unit contains the at least one second data unit, wherein the at least one second data unit contains a padding area, said method comprising the steps of:

reading the at least one first data unit;

reading the at least one second data unit; and

reading the at least one third data unit containing the bitstream information.

33. (New) A method for recording bitstream information to an information medium wherein a stream object contains the bitstream information and the stream object comprises at least one first data unit, at least one second data unit, and at least one third data unit, wherein the second data unit contains the at least one first data unit, wherein the at least one third data unit contains the at least one second data unit, wherein the at least one second contains a padding area, and said method comprising the steps of:

storing the bitstream information in a buffer memory;

formatting the bitstream information in the buffer memory to form the stream object;

formatting the stream object such that the padding area is at the end of the at least one second data unit; and

recording the stream object on the information medium.

34. (New) An information medium containing data structures for recording bitstream information, comprising:

a data structure stored on said information medium including,

a stream object, formed of the bitstream information, containing first data units, second data units containing said first data units, and at least one third data unit containing

said second data units, wherein,

a last one of said third data units in the at least one third data unit is configured to include a padding area.

35. (New) A method for reading out bitstream information recorded on an information medium wherein a stream object contains the recorded bitstream information and the stream object comprises at least one first data unit, at least one second data unit, and at least one third data unit, wherein the second data unit contains the at least one first data unit, wherein the at least one third data unit contains the at least one second data unit, wherein the at least one third data unit contains a padding area, said method comprising the steps of:

reading the at least one first data unit;

reading the at least one second data unit; and

reading the at least one third data unit containing the bitstream information.

36. (New) A method for recording bitstream information to an information medium wherein a stream object contains the bitstream information and the stream object comprises at least one first data unit, at least one second data unit, and at least one third data unit, wherein the second data unit contains the at least one first data unit, wherein the at least one third data unit contains the at least one second data unit, wherein the at least one second data unit contains a padding area, said method comprising the steps of:

storing the bitstream information in a buffer memory;

formatting the bitstream information in the buffer memory to form the stream object;

formatting the stream object such that the padding area is at the end of the at least one third data unit; and

recording the stream object on the information medium.